METHOD AND APPARATUS FOR OBJECT BASED VISIBILITY CULLING

ABSTRACT

A method and apparatus for object-based visibility culling includes receiving a plurality of draw packets, such as pixels or vertices. The method and apparatus further includes comparing each of the plurality of draw packets to a bounding volume object, wherein the bounding volume object may be a low resolution geometric representation of a specific object. Whereupon, for each of the plurality of draw packets, if the draw packet is deemed potentially visible, setting a visibility query identifier and rendering the draw packets having the set visibility query identifier.